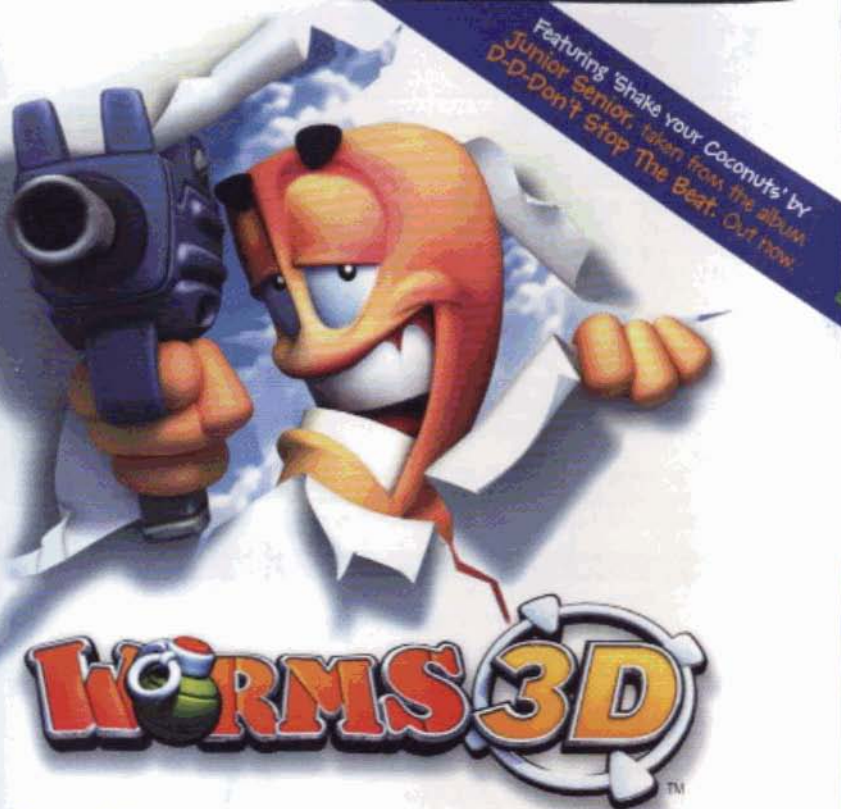




Featuring 'Shake your Coconuts' by Junior Senior, taken from the album D-D-Don't Stop The Beat. Out now.

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"Definitely still got the Worms magic."



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XBOX

<http://www.replacementdocs.com>

SONIC HEROES™



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing Sonic Heroes. Please note that this software is designed only for use with the Xbox. Be sure to read this instruction manual thoroughly before you start playing Sonic Heroes. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.

SONIC HEROES™



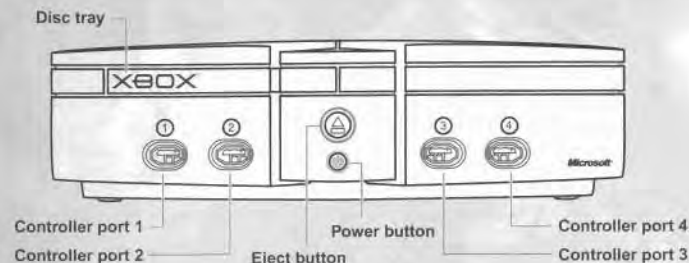
SONIC HEROES

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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Sonic Heroes disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Sonic Heroes.

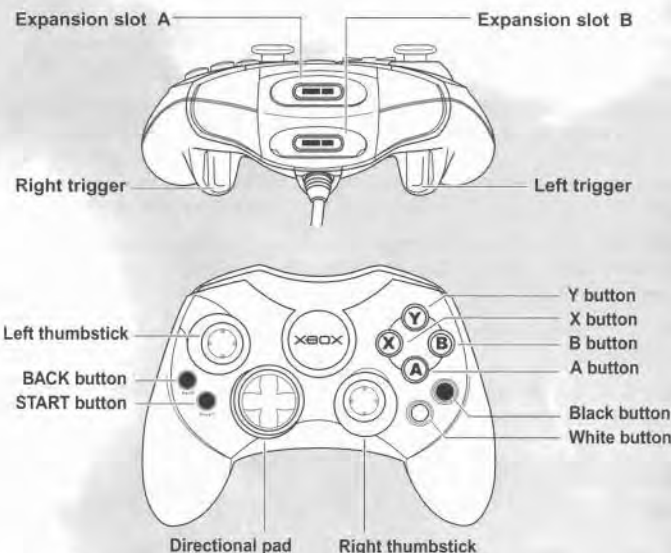


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- ✱ Insert only Xbox-compatible discs into the disc drive.
- ✱ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ✱ Do not leave a disc in the Xbox console for extended periods when not in use.
- ✱ Do not move the Xbox console while the power is on and a disc is inserted.
- ✱ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLERS



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Unit) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using Xbox Controller to play Sonic Heroes.

TEAM INTRODUCTIONS

TEAM SONIC

This tenacious trio of Sonic, Tails and Knuckles combines exhilarating high-speed action with medium difficulty playability.

Tails and Knuckles finally catch up with Sonic as he tours around the globe, and pass him a letter from his arch-nemesis Dr. Eggman threatening another outrageous revenge scheme. This time, the deranged scientist announces that he has finally completed his ultimate weapon, and in a matter of 3 days, he will be ready to bring the world to its knees!

Unlike Tails, disturbed by the message and unsure what will happen, Knuckles relaxes confident there's nothing to worry about. Sonic, however, shows a brief flicker of a smile and takes off again into the distance.

With that familiar grin of confidence, Sonic says he wouldn't miss this party for the world!

And this is how the three reunite for their greatest adventure to put an end to Dr. Eggman's wicked play.

Sonic the Hedgehog

Age 15

The world's fastest supersonic hedgehog unrivalled in speed returns once more. Always the drifter, Sonic goes wherever the wind takes him, and lives life according to his own rules rather than the standards of those around him. He's basically easygoing, but when he gets fired up over an injustice, his anger explodes with surprising consequences. Always at the receiving end of this aggression is arch-enemy Dr. Eggman, whose fiendish plots to take over the world are constantly being foiled by Sonic. Saving the world is a nice distraction, but Sonic is soon off to find his next adventure.

Watch out for the patented Light Dash manoeuvre whereby Sonic hurtles along a path of illuminated Rings, even through mid-air!



Knuckles the Echidna

Age 16

An egotistical dread locked Echidna from the Angel Island, and appointed guardian of the Master Emerald. Sonic may be a drifter, but Knuckles' home is firmly fixed in the mountains. Wild, tough, stubborn and inflexible, Knuckles sees himself as Sonic's rival, perhaps because of his own dreams of a free lifestyle. He's also known as a treasure hunter, and possesses martial arts skills.



Miles "Tails" Prower

Age 8

Don't let his docile appearance deceive you. This cute twin-tailed fox is an absolute mecha-maniac with skills rivalling those of Dr. Eggman. Humble about his abilities, he always does his best to help out Sonic, who sees him as something of a cute kid brother.

"Tails" can spin his tails like a rotor blade enabling him to fly.



TEAM DARK

A villainous team of Shadow, Rouge and Omega. Skill and concentration is required to endure heavy battle.

Treasure hunter Rouge, who flies all over the world in search of precious jewels, one day hears that Dr. Eggman is accumulating a massive treasure collection. She immediately heads for Dr. Eggman's headquarters to liberate these riches, but discovers the base abandoned with all the valuables gone.

However, she comes across a stasis capsule that to her surprise houses the figure of Shadow. Far from being deceased as everybody thought, he was indeed very much alive, but unconscious. In order to release Shadow from the capsule, Rouge switches on the facility's power, unintentionally reactivating the final E-Series robot Omega. Shadow wakes to find his memory gone, unable to recall why or how he went into stasis.

Omega, on the other hand, was rather upset about Dr. Eggman shutting him down. Mistaking Shadow for one of Eggman's robots, he immediately starts to attack him.

Rouge steps in to break up the fighting, and reminding them both that their enemy is Eggman, the three shook hands and the team was formed.

"Yeah baby!" announces Rouge. "That makes us a team!"

Shadow the Hedgehog

Time of Creation unknown

Created by the renowned scientist Professor Gerald at the peak of his career, this black hedgehog is the dark incarnation of Sonic, matching him in both speed and abilities. Shadow never ages, and can use a technique known as "Chaos Control" to distort time and space using the Chaos Emeralds. Since his fall at Colony Arc (Sonic Adventure 2 Battle) he was presumed dead, but has since been discovered by Rouge, alive and in suspended animation at Dr. Eggman's base. He now suffers from amnesia and has no memory of events prior to his release.



E-123 Omega

Time of Creation unknown

The last and most powerful of Dr. Eggman's E-Series robots.

Decommissioned and left imprisoned at the base, Omega was reactivated by mistake as Rouge released Shadow. From that point, Omega decided to destroy all of Dr. Eggman's machinery to take revenge for his imprisonment, and to prove once and for all that he is the strongest.

His wide arms contain all manner of concealed weapons and machinery making him a powerful force to be reckoned with.



Rouge the Bat

Age 17

Rouge is a professional treasure hunter, forever in search of the world's most precious stones, and part time government spy. Fearless, bewitching, and overflowing with feminine charm, Rouge is dedicated to her work, and never leaves a task empty handed. Her external appearance suggests a careless character, but she is actually calculating and manipulative, basing her actions on potential gain rather than abstract morality or manners.

Her powerful wings enable her to fly with ease.



TEAM ROSE

A delightful trio of Amy, Cream and Big. Shorter missions are suitable for younger players.

Amy, crazily in love with Sonic as always, is concerned that she hasn't had any contact for over a month. Making little progress on his trail, she is about to give up hope when she catches sight of Sonic's picture in a newspaper.

In her excitement, Amy runs straight to the publishers to ask where the picture was taken, and on her arrival, she meets a huge familiar looking cat called Big and a cute rabbit named Cream. A quick exchange of stories reveals that Big is looking for his best friend Froggy, and Cream is looking for her friend Chao's twin Chocola, both of whom had appeared in the picture with Sonic. From this, they decide to continue their search together.

"You can't run forever Sonic! Mark my words we WILL be married!!"

Amy Rose

Age 12

An overly cheerful and a slightly erratic girl that poor Sonic just can't seem to shake off. Amy uses her natural initiative and positive attitude to pull the team together, and her weapon of choice, the Piko

Piko Hammer, helps her to maintain authority. Despite her clearly defined goal to one day marry Sonic, he treats her as little more than an annoyance. In his heart he probably doesn't dislike her that much.



Big the Cat

Age 18

A huge feline that lives with his best friend Froggy, peacefully in the middle of the jungle. His hobby is fishing, and he always has his favourite rod handy. Big is strong, but gentle, and very easygoing as is reflected in his carefree speech manner. He also does his best to help his friends. On this occasion, his best friend Froggy has gone missing, so Big sets off to try and rescue him.

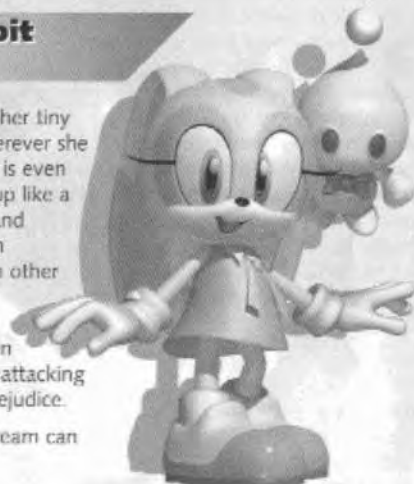


Cream the Rabbit

Age 6

A cute little rabbit that takes her tiny Chao "Cheese" with her wherever she goes, and at just 6 years old, is even younger than Tails. Brought up like a princess, she is a little naive and simple minded at times, often getting herself wrapped up in other people's problems. She also loves ice cream. She never forgets her manners, and even offers a polite curtsy before attacking Dr. Eggman, with extreme prejudice.

By flapping her huge ears, Cream can sustain flight.



TEAM CHAOTIX

This devious team of crack detectives is made up of Espio, Vector and Charmy. Each Mission they undertake lands them in unexpected situations, which leads to some very unusual and sometimes dubious adventures.

The Chaotix Detective Agency is always at your service if the price is right. Lately however, things have been quiet with very little work available.

One lazy day, a mysterious package is delivered to Chaotix, and inside they find a transceiver which mysteriously promises a handsome payment if Chaotix will take on a case. Charmy is thrilled by the offer, but Espio remains sceptical due to the strange nature of the communication. Boss Vector, with dollar signs in his eyes, wastes no time in gathering his troop together to take hasty advantage of the opportunity.

"You know our policy! We never turn down work that pays!"

Espio the Chameleon

Age 16

Opinionated and self obsessed chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and laidback, and thanks to extensive ninja training, he can face trouble head-on unconcerned by danger. His characteristics include a protruding horn, coiled tail, and a stealth camouflage trick that renders him invisible to enemy eyes allowing him to pass by unnoticed.

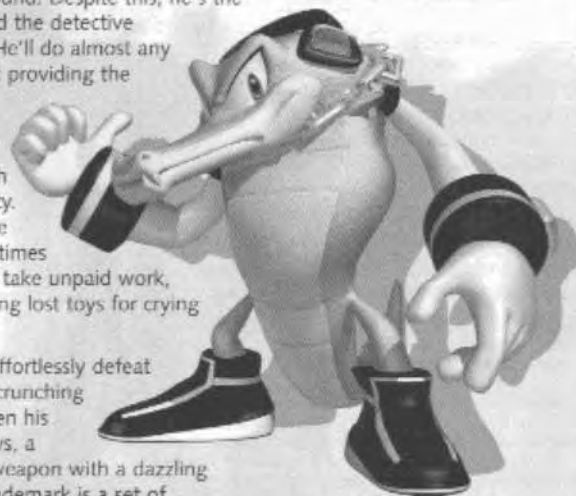


Vector the Crocodile

Age 20

Outlaw detective and head honcho of the Chaotix Detective Agency. He can find peaceful solutions to problems, providing an aggressive method cannot be found. Despite this, he's the brains behind the detective operations. He'll do almost any kind of work providing the payment is right, but won't get involved with anything dirty. His charitable nature sometimes leads him to take unpaid work, such as finding lost toys for crying children.

Vector can effortlessly defeat enemies by crunching them between his powerful jaws, a formidable weapon with a dazzling smile. His trademark is a set of headphones.



Charmy Bee

Age 6

This scatterbrained funny-kid likes nothing more than fooling around, and making the remaining Chaotix staff look professional. Seen by the others as more of a cute mascot, he's generally good natured and light-hearted, but when he gets angry he tends to introduce the source of his anger to his stinging tail.

Charmy is neither clever nor powerful, but excels in following hunches and uncovering hidden objects. He is also able to mysteriously warp between flowers.

His flying helmet is his trademark.



ENEMIES

Dr. Eggman

Age unknown

As his name implies, Dr. Eggman is a Doctor that looks like an egg. As well as having an unfeasibly high IQ of 300, Eggman is a romanticist, a feminist, and a self-professed gentleman. Sadly, his charms are often difficult to spot through the abominable laughter that accompanies his maniacal declarations of world domination. Sonic is always finding ways to stop his diabolical plots, but as with all great arch-enemies Eggman now sees Sonic as more of a rival than a threat.



Mystery Monster

Time of Creation unknown

A mysterious robot that holds the key to destroy the world.



BASIC CONTROLS

MENU CONTROLS

START button	Game Start
Left thumbstick	Move Cursor (Select Menu Items)
Directional pad	Move Cursor (Select Menu Items)
A button	Enter Selection
B button	Cancel (Return to Previous Screen)

DURING THE GAME

START button	Pause
Left thumbstick	Move Characters
A button	Jump / Special Action
X button	Action Button
← / → triggers	Rotate Camera Left & Right
B button	Clockwise Formation Change
Y button	Counter-clockwise Formation Change
Black button	Team Blast
Right thumbstick	View Surroundings from leader's Viewpoint

BASIC ACTIONS

Sonic Heroes introduces the brand new Team Action control system, whereby teams of characters are controlled together in Formation. Each team has 3 members individually representing Speed, Fly and Power. The character leading the team at any given point determines the Formation type, allowing a unique set of manoeuvres to be performed. The following actions are common to each team and character.

Move Left thumbstick

Move the team leader freely in any direction while the team-mates follow close behind. Increasing the angle of the left analog stick makes the characters run faster.



Jump A button

Press the A button while running or standing still to jump in the air. A variety of special jump manoeuvres can also be performed (see Special Actions on p.15).



Change Formation Y or B button

Press the Y or B button to change the leader and rotate between Speed, Fly, and Power Formations. Depending on the Formation type, a variety of special manoeuvres can also be performed (see Special Actions on p.15).



Team Blast Black button

When the Team Blast Gauge is full, press the black button to perform the Team Blast move. This knockout technique is ideal for situations where widespread destruction is called for, such as when overwhelmed by enemies. The Team Blast Gauge takes time to charge up, so use this move with caution.



SPECIAL ACTIONS

SPEED FORMATION MANOEUVRES

Spin Hold X button

Roll like a ball to increase speed and attack enemies.



Rocket Accel Hold X button, team-mates gather, release

Team-mates push the leader, propelling them forwards at high speed. Can also be used to attack enemies straight ahead.



Solo Attacks Hold X button, release (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Sonic and Shadow attack forwards with a flying Kick, Amy flattens her surroundings with a Swinging Hammer Attack, and Espio throws Shuriken stars.



Homing Attacks Jump, A button

Targeted dash directly towards enemies. When team-mates follow through with the manoeuvre, the attack power is tripled!



Tornado AttacksJump,  button

Spin at high speed to create a tornado effect that can home in on and weaken enemies. Espio combines this with a Ninja Leaf Swirl manoeuvre allowing him to sneak past enemies unnoticed.

**Light Dash**Approach path of Rings,  button

Enable Sonic and Shadow to dash at high speed along a path of Rings, even through midair.

Propeller HammerJump, hold  button

Amy can momentarily sustain flight by spinning the hammer like a propeller.

**Triangle Jump**Homing Attack towards wall, grabs wall,  button

Bounce between facing surfaces to pass across areas where there is no ground. Espio can also remain still on the wall without falling off.

Fly FORMATION MANOEUVRES**Ascending Flight**Jump, hold  button

While in Flying Formation, the leader carries their team-mates beneath and can fly until the Flight Gauge is used up.

**Quick Ascent**Ascending Flight,  button

Sudden dash upwards during flight that also doubles as a quick attack on enemies by stunning and grounding them, similar to Thunder Shoot.

Thunder Shoot button

Launch team-mates like cannonballs towards enemies on the ground or in the air. A well-aimed shot will have the effect of stunning and grounding enemies.

**Solo Attacks** button (without team-mates)

The leader performs a special attack manoeuvre unique to that team. Tails and Rouge fire Dummy Ring Bombs to stun enemies, Cream sends her tiny Chao "Cheese" to attack enemies on her behalf, and Charmy attacks directly with his stinging tail.

POWER FORMATION MANOEUVRES

Auto Homing

Approach enemies

Team-mates automatically home in on and attack nearby enemies.



Forward Power Attacks

ⓧ button

A series of manoeuvres for attacking enemies directly ahead. Knuckles and Omega attack with Dash Punches, Big employs an Umbrella Attack, and Vector crunches enemies in his enormous jaws.

Remote Power Attacks

Forward Power Attack, ⓧ button

A series of manoeuvres for attacking surrounding enemies. Knuckles and Omega use Spinning Back punches, while Big and Vector launch team-mates as destructive balls of fire.



Wide Power Attacks

Remote Power Attack, ⓧ button

Attack all nearby enemies with a single manoeuvre. Knuckles launches a single punch to the ground causing powerful volcanic explosions, Omega uses a concealed machine gun to fire bullets round in a circle, Big swings his fishing reel around dangerously, and Vector spews his putrid breath to knock out enemies into submission.

Fighting Pose

Hold ⓧ button

Gather team-mates ready for some serious fighting action.



Fireball Jump

Fighting Pose, Hold ⓧ button

Knuckles and Omega can jump while spinning team-mates to attack surrounding enemies.

Fire Dunk

Fighting Pose, jump, ⓧ button

Hurl team-mates diagonally towards the ground as balls of fire. The resulting explosion damages all enemies in the vicinity.



Body Press/Hammer Down

Jump, ⓧ button

Big and Vector can attack enemies directly beneath them.

Triangle Jump/Umbrella Descent/Bubblegum Descent Jump

ⓧ button

Float gently towards the ground together with team-mates. By catching a draft, this manoeuvre can also be used to float upwards.



STARTING THE GAME

SETTING UP

Press START at the Title Screen to access the Main Menu. Use the left thumbstick or directional pad $\uparrow \downarrow \leftarrow \rightarrow$ to choose from the following and press the Δ button to select.



1P PLAY	Displays the menu for Single Player Games (See p.21).
2P PLAY	Displays the menu for Two Player Games (See p.29).
EXTRAS	Displays the menu for bonus features (See p.30).
OPTIONS	Change various game settings (See p.31).

GAME SELECT

Every time you start-up the game, the Game Select Screen will be displayed before you progress to the Main Menu. Here you will be asked to select a slot on the internal hard disk unit in which to create or read a Game, which is accessed automatically during play. Use the left thumbstick $\leftarrow \rightarrow$ to choose a Game slot and press the Δ button to select. Follow the instructions onscreen to create or open a Game.



1P PLAY MODE

From the 1P PLAY Menu, use the left thumbstick or directional pad $\uparrow \downarrow$ to choose from the following and press the Δ button to select.

STORY	Play the game to reveal the story.
CHALLENGE	Re-attempt Missions in previously cleared Stages (see p.27).
TUTORIAL	Tutorial on Basic Team Actions (see p.28).

STORY MODE

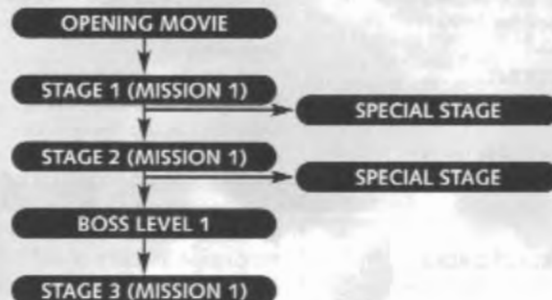
This is the main game mode where each team's story is revealed by completing each action stage. Each of the 4 teams has their own unique storyline with various levels of difficulty.

TEAM SELECT

On the Character Select screen, the four teams are displayed together with game progress shown as a percentage. Use the left thumbstick or directional pad $\leftarrow \rightarrow$ to choose the team you wish to play, and press the Δ button to select.



GAMEFLOW



The objectives of each Mission are displayed at the Stage Title Screen, so read carefully before continuing. Each Mission ends when you reach the Goal Ring Emblem at the end of the course.

- ❖ Story Mode Stages contain a single Mission each. Once you complete the first Mission in Story Mode, an additional Mission for each Stage is available in Challenge Mode (see p.27).
- ❖ Special Stage Keys can be found in each Stage. If you are carrying a Key when you reach the Goal Ring Emblem, you will immediately enter a Special Stage before progressing to the next Mission or Boss. See p.25 for details on Special Stages.
- ❖ Game Data is automatically saved between Stages.

VIEWING THE GAME SCREEN



1 SCORE

Points scored during this mission. Points are awarded for speed, Rings collected, Level-Ups, good technique and enemies defeated.

2 TOTAL TIME

Total game time elapsed since the beginning of the Story.

3 RING COUNT

Number of Rings currently held.

4 TECHNIQUE POINTS

Bonus score awarded for advanced action techniques.

5 TEAM BLAST GAUGE

The Team Blast manoeuvre can be used when Gauge is full.

6 FORMATION LEADER

The currently selected Team Leader. Different leaders allow different Team Actions as part of the game strategy.

7 LEVEL-UPS

Collecting Level-Ups for each character increases the potency of their attacks.

8 FLIGHT GAUGE

Decreases as the Flying Type character tires during flight. Recharges automatically on landing.

9 ADDITIONAL ACTION

Indicates availability of an additional common action that can only be used in specific circumstances.

Rings

Collect Rings to protect against enemy attacks. For each 100 rings collected, earn an extra life.



Goal Ring

Trigger the Goal Ring to complete the action stage.



Power Core

Comes in Red, Blue and Yellow. Collect these to Level-Up the character of the corresponding colour. Power Cores appear when certain enemies are defeated, and can also be found inside Item Boxes.



Hint Ring

Touch to receive a strategy hint from a team-mate.



Formation Signal

Indicates the most suitable Formation for tackling the next challenge.



Formation Change Gate

Pass through the gate to automatically change Formation as indicated in the Formation Signal above it.



Special Stage Key

Special Stage Keys can be found in each Stage. Collect one to enter a Special Stage when the Mission is cleared. If you sustain damage however, the Key will be lost as collected Rings scatter.



Check Point

Pass through the Check Point to save your progress, and return to that point if you lose a life. The leader that touches the Check Point also receives one Level-Up.



Item Box

Open the box to reveal the item inside.



ITEM BOX ITEMS

Rings

Ring count increases by 5, 10 or 20 Rings.



Power Core

Comes in three colours. Collect these to Level-Up the corresponding character.



High Speed

Increase running speed for a limited time.



Invincible

Become invincible for a limited time.



Barrier

Protect against enemy attacks one time only.



Team Blast Ring

Set the Team Blast Gauge to full.



1 UP

Increase lives by 1.



Fly Charge

Set the Flying Formation Flight Gauge to full.



SPECIAL STAGE

If you are holding a Special Stage Key when you reach the Goal Ring, you will enter the Special Stage where you earn points that are converted into extra lives plus get a chance to obtain one of the 7 Chaos Emeralds.

CONTROLS

Left thumbstick	Move characters left or right.
A button	Jump. Use to avoid Bombs.
X button	Use Power Gauge to Dash.

- ❖ Using the Power Gauge allows a sudden Dash creating a temporary shield of air. Continuous use drains the Power Gauge, so use with caution.
- ❖ Move left, right, and jump to collect Spheres and avoid Bombs.

The aim of the Special Stage is to chase and catch up with the Chaos Emerald within the time provided. Even if the Emerald for the Stage you are playing has already been taken, you can still boost your score by aiming to reach the Goal Ring while carrying as many Spheres as possible.



- 1 **Power Gauge**
Increases as Spheres are collected, and decreases when used to Dash.
- 2 **Score**
Increases as spheres are collected.
- 3 **Time Remaining**
Time available to complete the Special Stage.
- 4 **Spheres**
Collect these to increase the Power Gauge level and Score.
- 5 **Bombs**
Come in contact with these and your speed and Power Gauge level will decrease.
- 6 **Chao Balloon**
Chao Balloons drop both Spheres and Bombs so take care not to pick up the wrong ones!!

Spheres come in three varieties.



Normal Spheres

Regular type of sphere to collect.



Power Spheres

Boosts level of Power Gauge.



Score Spheres

Boosts Score.

PAUSE MENU

During gameplay, press the START button to display the PAUSE menu. Use the left thumbstick or directional pad $\uparrow \downarrow$ to choose from the following, and press the Δ or START button to select.

Continue	Cancel the PAUSE menu and continue the game.
Restart	Restart Action Stage.
Quit	Quit the game and return to the Title Screen.

CHALLENGE MODE

In Challenge Mode, you can replay each Action Stage previously cleared in Story Mode as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up Items missed the first time around. For additional enjoyment, a second objective is also available for each Stage.

STAGE SELECT

From the Stage Select screen, use the left thumbstick or directional pad $\leftarrow \rightarrow$ to choose the team you wish to play as, $\uparrow \downarrow$ to select the Stage, and press the Δ button to select. For the chosen Stage, use $\leftarrow \rightarrow$ to select a Mission and press the Δ button to select.

A variety of information is displayed on the Stage Select screen to help you.



- 1 Total Emblems Collected
- 2 Presently Selected Team
- 3 Stages
- 4 Chaos Emerald (Collected)

- 5 Top Time
- 6 Top Ring Count
- 7 Top Score
- 8 Rank

On completion of the selected Stage, new records will be automatically saved into the Game Data and you will be returned to the Stage Select screen.

TUTORIAL

This basic Tutorial provides a trial Stage in which to practice Team Action controls without danger or objectives to consider. Select TUTORIAL from the 1P PLAY menu to begin. When the Tutorial Stage has been cleared, you will return to the Main Menu. Progress and results are not saved as Game Data.



2P PLAY/MODE

In this mode, 2 Players each control a team battling for the highest score in accordance with the Mission objectives. A second Controller is required to play in 2P PLAY mode.



MODE SELECT

Use the left thumbstick or directional pad $\leftarrow \rightarrow$ to choose from the available 2P PLAY modes, and press the Δ button to select. To begin with, only the Action Race mode can be selected, but an additional mode becomes available for every 20 Emblems collected in Story mode.



TEAM SELECT

Each player selects their own team. Use the left thumbstick or directional pad $\leftarrow \rightarrow$ to choose your teams in turn, and press the Δ button to select. The same team cannot be selected by both players.



STAGE SELECT

Each Battle Mode contains 3 Stages. Use the left thumbstick or directional pad $\uparrow \downarrow$ to choose the Stage you wish to play or ALL to play the 3 Stages consecutively, and press the Δ button to select.



EXTRAS

Replay music, sound effects and movies found in this game by selecting either Audio Room or CG Theatre.

CG THEATRE

In the CG Theatre, you can view movies that appear in Story Mode. To begin with, only the Opening is available, but more movies will become available as you progress through the game. Use the left thumbstick or directional pad $\uparrow\downarrow$ to choose a movie, and press the Δ button to view.



AUDIO ROOM

In the Audio Room, you can listen to the background music and sound effects used in the game. Use the left thumbstick or directional pad $\uparrow\downarrow$ to choose a category, and press the Δ button to select. Then use $\uparrow\downarrow$ to choose the music or sound effect you wish to listen to and press the Δ button to play.



OPTIONS

Make various changes to game settings. From the Options Menu, select from the items listed below. Use the left thumbstick or directional pad $\uparrow\downarrow$ $\leftarrow\rightarrow$ to choose a setting, and press the Δ button to confirm the change.

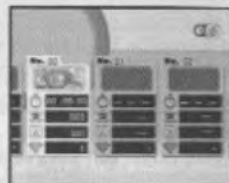
VIBRATION SETTING

Set the Vibration setting in the Controller to ON/OFF. The default setting is OFF.



GAME SELECT

Change and manage the Games stored on the internal hard disk unit. Each slot with a Game stored will display the time elapsed, winning Team, Rank, Score and Emeralds collected.



Use the left thumbstick or directional pad $\leftarrow\rightarrow$ to choose a slot, and press the Δ button to bring up the Menu. Select "Start" to begin or continue playing the selected Game, "Delete" to erase the Game, "Copy" to save a copy into another slot, or "Cancel" to return.

ADJUST BRIGHTNESS

Make fine adjustments to the brightness of the display.



Säkerhetsinformation

Om anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsi-liknande anfall, som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, kramppryckningar eller -skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetlöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom—det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna.

Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att sitta längre från TV-skärmen, använda en mindre TV-skärm, spela i ett väl upplyst rum och att aldrig spela om du är sömning eller trött.

Rädgör med läkare innan du börjar spela, om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Övrig viktig hälso- och säkerhetsinformation I Xbox instruktionsboken finns viktig hälso- och säkerhetsinformation, som du bör läsa igenom och förstå innan du använder denna programvara.

Undvika skador på TV-apparaten

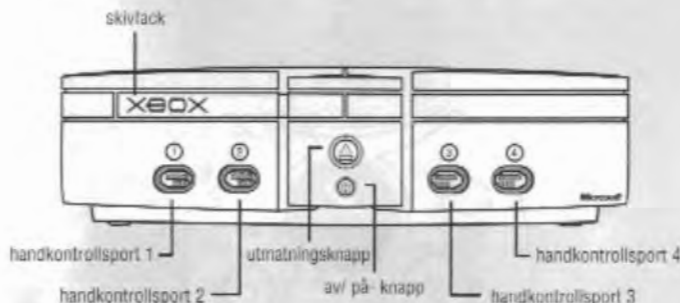
Använd inte spelet tillsammans med vissa TV-apparater. Vissa TV-apparater, särskilt sådana med främre eller bakre projection, kan skadas om videospel, inklusive Xbox-spel, spelas på dem. Statiska bilder, som visas under ett normalt spel, kan "bränna in" i skärmen och ge upphov till en permanent skugga av den statiska bilden som syns hela tiden, även när inget videospel spelas. Liknande skador kan uppstå från statiska bilder som skapas när du gör ett uppehåll eller en paus i spelet. För att avgöra om TV-apparaten utan risk kan användas för videospel hänvisas till TV-apparatens bruksanvisning. Om denna information saknas i bruksanvisningen, bör du kontakta TV-handlaren eller tillverkaren av apparaten för besked.

Obehörig kopiering, ändring av konstruktion, överföring, offentlig visning, uthyrning eller annan användning i kommersiellt syfte, eller att kringgå kopieringsskyddet, är strängt förbjudet.

ANVÄNDA XBOX TV-SPEL FRÅN MICROSOFT



1. Ställ in ditt Xbox TV-spel från Microsoft genom att följa instruktionerna i Xbox instruktionsbok.
2. Tryck på av/på-knappen så kommer indikatorlampan att lysa.
3. Tryck på utmatningsknappen så kommer skivfacket att öppnas.
4. Placera disken Sonic Heroes i skivfacket med etiketten uppåt och stäng skivfacket.
5. Följ anvisningarna på skärmen och titta i den här instruktionsboken för mer information om hur man spelar Sonic Heroes.

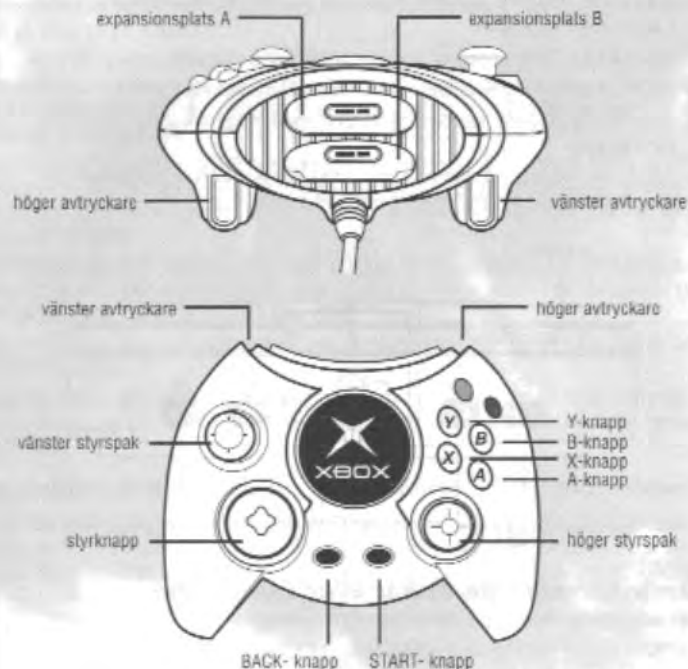


Undvik skador på diskar eller CD-spelare

För att undvika skador på diskar eller CD-spelare:

- Sätt endast i Xbox-kompatibla diskar i CD-spelaren.
- Använd aldrig diskar i konstiga former, till exempel i form av stjärnor eller hjärtan.
- Lämna inte kvar en disk i Xbox-konsollen under en längre tid, när den inte används.
- Flytta inte Xbox-konsollen när strömmen är påslagen och det sitter en disk i.
- Sätt inte på etiketter, klistermärken eller andra främmande föremål på disken.

ANVÄNDA HANDKONTROLLEN



1. Anslut handkontrollen till en handkontrollsport på framsidan av Xbox-konsollen.
För flera spelare, anslut fler handkontroller till de handkontrollsportar som finns tillgängliga.
2. Sätt i eventuella expansionstillbehör (till exempel Xbox minneskort) i lämpliga expansionsplatser för handkontroll.
3. Följ anvisningarna på skärmen och titta i den här instruktionsboken för mer information om handkontrollen, för att spela Sonic Heroes.

HÄRDVARUINSTALLATION

HUVUDMENY

Tryck på START-knappen på titelskärmen för att gå till huvudmenyn. Använd vänster styrspak eller styrknappen **↑↓** för att välja ett av följande alternativ, och tryck på **A**-knappen för att välja.



1P PLAY	Visa menyn för spel med en deltagare
2P PLAY	Visa menyn för spel med två deltagare
EXTRAS	Visa menyn för bonusfunktioner
OPTIONS	Välj nya spelinställningar

GRUNDLÄGGANDE KONTROLLER

MENYKONTROLLER

START-knapp	Starta spel
Vänster styrspak	Flytta markör (markera menyalternativ)
Styrknapp	Flytta markör (markera menyalternativ)
A-knapp	Välj menyalternativ
B-knapp	Avbryt (återvänd till föregående skärm)

UNDER SPELETS GÅNG

START-knapp	Påus
Vänster styrspak	Förflytta figur
A-knapp	Hoppa / Specialrörelse
X-knapp	Handlingsknapp
← / → avtr.	Vrid kameran till vänster och höger
B-knapp	Formationsändring i riktning moturs
Y-knapp	Formationsändring i riktning medurs
Svart knapp	Teamattack
Höger styrspak	Betrakta omgivningen från ledarens synvinkel

GRUNDLÄGGANDE RÖRELSE

Sonic Heroes introducerar ett helt nytt teamkontrollsystem som ger spelarna möjlighet att styra spelfigurerna i olika formationer. Varje team består av tre medlemmar som inledningsvis representerar egenskaperna hastighet, flygning och styrka. Den figur som leder teamet avgör vid varje givet ögonblick vilken formation som ska användas och därför också vilka unika rörelser som kan utföras. Varje team och figur kan utföra följande rörelser:

Förflyttning

Vänster styrspak

Förflytta teamets ledare i valfri riktning, varefter övriga medlemmar följer strax efter. En ökning av vinkeln med vänster styrspak resulterar i att figurerna springer snabbare.



Hopp

A-knappen

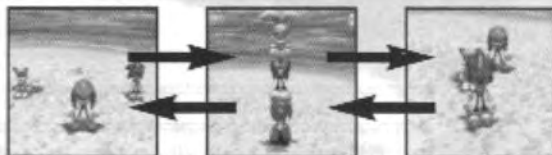
Tryck på A-knappen när du springer för att stå stilla eller hoppa i luften. Du kan även utföra ett antal specialhopp.



Byte av formation

V / B-knapparna

Tryck på V- eller B-knappen för att byta ledare och växla mellan hastighets-, flyg- och kraftformationer. Den formation som används avgör vilka specialrörelser som kan utföras. Olika situationer kräver olika taktiska lösningar, så välj formation med omsorg.



Teamattack

Svart knapp

Tryck på den svarta knappen när teamattackmätaren är full för att utföra teamattackrörelsen. Denna knockout-teknik är passar för situationer som kräver omfattande förödelse, till exempel när du hotas av flera fiender. Det tar tid att ladda upp teamattackmätaren, så använd denna resurs med förstånd.



Tietoja turvallisuudesta

Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tietyn tyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joltakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus.

Valoyliherkkyyden aiheuttaman epileptisen kohtauksen riskiä voi pienentää istumalla kauempana televisiosta, käyttämällä pienempää televisiota, pelaamalla hyvin valaistussa huoneessa ja välttämällä pelaamista unisena tai väsyneenä.

Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Muita tärkeitä terveyteen ja turvallisuuteen liittyviä tietoja Xboxin käyttöohjeessa on tärkeitä tietoja terveydestä ja turvallisuudesta. Lue nämä tiedot ja varmista, että olet ymmärtänyt ne, ennen kuin käytät tätä ohjelmistoa.

Televisio vahingoittumisen välttäminen

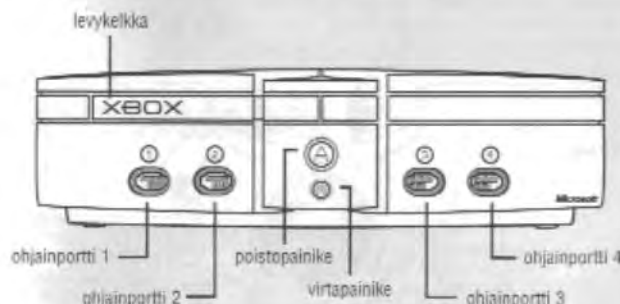
Älä käytä tietyn tyyppisten televisioiden yhteydessä. Tietyn tyyppiset televisiot, etenkin edusta- tai taustaprojektiotelevisiot, voivat vaurioitua, jos niitä käytetään videopelien, esimerkiksi Xbox-pelien, pelaamiseen. Pelien yhteydessä esiintyvät kauan paikallaan pysyvät kuvat voivat "palaa" ruutuun kiinni. Jos näin käy, kuvasta jää pysyvä varjo televisiokuvaan, joka näkyy, vaikka videopeliä pelata. Videopelin asettaminen taukotilaan aiheuttaa myös pysäytyskuvan, joka voi aiheuttaa tällaisen vaurion. Tarkista television käyttöohjeesta, voidaanko televisiolla pelata videopelejä turvallisesti. Jos tätä tietoa ei ole annettu television käyttöohjeessa, ota yhteyttä television myyjään tai valmistajaan ja tiedustele, voidaanko televisiota käyttää turvallisesti videopelien yhteydessä.

Ohjelmistomateriaalin valtuuttamaton kopioiminen, purkaminen lähdekoodiksi, julkinen esittäminen, vuokraaminen, maksun kerääminen pelaamisesta tai kopiointisuojausten ohittaminen kielletään jyrkästi.

XBOX -PELIKONSOLIN KÄYTTÖ



1. Asenna Xbox -pelikonsoli seuraamalla Xboxin käyttöohjeessa olevia ohjeita.
2. Paina virtapainiketta ja status-merkkivalo syttyy.
3. Paina poistopainiketta ja levykelkka avautuu.
4. Sijoita Sonic Heroes -levy levykelkkaan nimiä ylöspäin ja sulje levykelkka.
5. Seuraa ruudussa näkyviä ohjeita ja lue tämä käyttöohje saadaksesi lisätietoja siitä, miten Sonic Heroes-peliä pelataan.

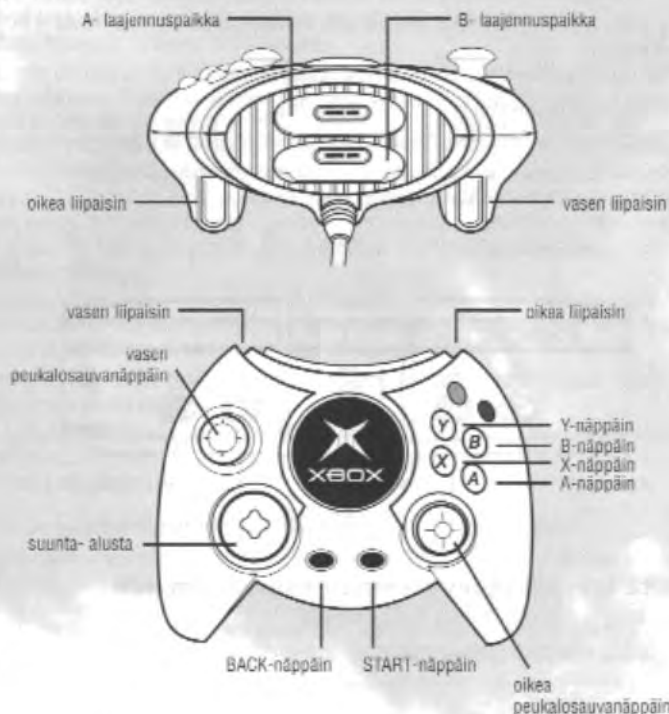


Vältä levyjen ja levyaseman vaurioituminen

Jotta levyt ja levyasema eivät vahingoittuisi

- ❖ Sijoita vain Xbox-yhteensopivia levyjä levyasemaan.
- ❖ Älä käytä koskaan oudonmuotoisia, kuten tähden- tai sydämenmuotoisia levyjä.
- ❖ Älä jätä levyä Xbox-konsoliin pitkiksi ajoiksi, kun se ei ole käytössä.
- ❖ Älä siirrä Xbox-konsolia kun virta on päällä ja levy on sijoitettuna levyasemaan.
- ❖ Älä kiinnitä levyihin nimiöitä, tarroja tai muita vierasesineitä.

XBOX - OHJAIMEN KÄYTTÖ



1. Yhdistä Xbox-ohjain mihin tahansa ohjainporttiin Xbox-konsolin etuosassa. Useaa pelaajaa varten yhdistä lisäohjaimet vapaina oleviin kontrolliportteihin.
2. Asenna muut lisävälineet (esimerkiksi Xbox-muistikortit) asianmukaisesti ohjaimen laajennuspaikkoihin.
3. Seuraa ruudussa näkyviä ohjeita ja lue tämä käyttöohje saadaksesi lisätietoja siitä, miten voit käyttää Xbox-ohjainta pelatessasi Sonic Heroes -jääkiekkoa.

LAITEASENNUS

PÄÄVALIKKO

Avaa päävalikko painamalla START-näppäintä otsikkoruudussa. Valitse seuraavista vasemmalla peukalosauvalla tai suunta-alustalla ↑↓ ja vahvista valinta painamalla A-näppäintä.



1P PLAY (Yksinpeli)	Näyttää yksinpelivalikon
2P PLAY (Kaksinpeli)	Näyttää kaksinpelivalikon
EXTRAS (Bonukset)	Näyttää bonustoimintojen valikon
OPTIONS (Asetukset)	Tämän avulla voit muuttaa pelin asetuksia

PERUSOHJAIMET

VALIKKO-OHJAIMET

START-näppäin	Aloita peli
Vasen peukalosauva	Siirrä kohdistinta (valitse valikkokohtia)
Suunta-alusta	Siirrä kohdistinta (valitse valikkokohtia)
A-näppäin	Vahvista valinta
B-näppäin	Peruuta (palaa edelliseen ruutuun)

PELIN AIKANA

START-näppäin	Tauko
Vasen peukalosauva	Liikuta hahmoja
A-näppäin	Hyppää/erikoistoiminto
X-näppäin	Toimintonäppäin
← / → liipaisin	Kierrä kameraa vasemmalle tai oikealle
B-näppäin	Ryhmytyksen vaihtaminen vastapäivään
Y-näppäin	Ryhmytyksen vaihtaminen myötäpäivään
Musta näppäin	Joukkuehyökkäys
Oikea peukalosauva	Katso ympäristöä johtajan näkökulmasta

PERUSTOIMINNOT

Sonic Heroes esittelee upouuden joukkuehyökkäysjärjestelmän, jossa hahmoista koostuvaa joukkuetta ohjataan yhdessä ryhmityksessä. Kussakin joukkueessa on 3 jäsentä, jotka edustavat nopeutta, lentokykyä ja voimaa. Ryhmitystä tietyllä hetkellä johtava hahmo määrittää ryhmityksen tyylin, joka mahdollistaa määrättyjen toimintojen suorittamisen. Seuraavat toiminnot ovat yhteisiä kaikille joukkueille ja hahmoille.

Liikkuminen

Vasen peukalosaava

Liikuta joukkueen johtajaa vapaasti mihin tahansa suuntaan ja muut joukkueen jäsenet seuraavat perässä. Vasemman peukalosaavan kulman kasvattaminen saa hahmot juoksemaan nopeammin.



Hyppy

A-näppäin

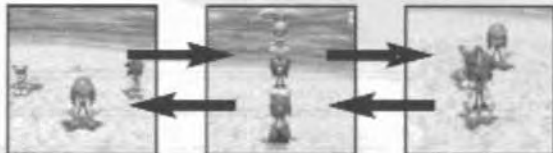
Hyppää ilmaan juostessasi tai seisossasi painamalla A-näppäintä. Voit myös suorittaa erilaisia erikoishyppyjä.



Ryhmityksen vaihtaminen

1 / 2-näppäimet

Paina 1- tai 2-näppäintä, jos haluat vaihtaa johtajaa ja vuorotella nopeus-, lento- ja voimaryhmitysten välillä. Ryhmitystyypistä riippuen voidaan suorittaa myös erilaisia erikoistoimintoja. Eri tilanteet vaativat erilaisia taktisia ratkaisuja, joten valitse ryhmitys huolellisesti.



Joukkuehyökkäys

Musta näppäin

Kun Team Blast Gauge (joukkuehyökkäysmittari) on täynnä, suorita joukkuehyökkäys painamalla Mustaa näppäintä. Tämä tyrmäävä tekniikka on ihanteellinen tilanteissa, joissa tarvitaan laajaa hävitystä, esimerkiksi vihollisten ollessa ylivoimaisia. Joukkuehyökkäysmittari latautuu hitaasti, joten käytä sitä harkiten.



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Videopelin takuu

Tällä videopelillä on takuu, joka määräytyy sen maan lakien mukaan jossa se on ostettu ja joka on voimassa vähintään 90 (yhdeksänkymmentä) päivää ostopäivämäärästä lukien (ostotositte on pakollinen).

Takuu ei ole voimassa seuraavissa tapauksissa:

- 1) videopeli on ostettu kaupalliseen tai ammatilliseen käyttöön (kaikki sellaiset käyttötarkoitukset ovat täysin kiellettyjä)
- 2) videopeli on vahingoittunut sopimattoman käsittelyn, vahingon tai väärinkäytön seurauksena.

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